



Founded 1819



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Computing overview – Year 2021-2022

	Autumn 2021 1 st Half Term	Autumn 2021 2 nd Half Term	Spring 2022 1 st Half Term	Spring 2022 2 nd Half Term	Summer 2022 1 st Half Term	Summer 2022 2 nd Half Term
Acorn						
Beech	Word – changing fonts/sizes/colours	E safety/Using clip art	Programming - Beebots	Mouse skills/Typing skills/PPT presentation	Creating online pop art – Using paint/Finding images online	Programming scratch/creating own widgets
Hazel	Online Safety	Coding (Quizzes – Scratch)	Programming (Turtle)	Word Processing	Animation	Using and Applying Skills
Oak	Online safety	Film making	Scratch – developing games	Scratch – developing games	Scratch – animated stories	Flowol

	Autumn 2022 1 st Half Term	Autumn 2022 2 nd Half Term	Spring 2023 1 st Half Term	Spring 2023 2 nd Half Term	Summer 2023 1 st Half Term	Summer 2023 2 nd Half Term
Acorn						
Beech	Basic computing skills	Word processing skills/typing/symbols /saving	Using paint programme/brushes/colours /shapes and fill etc.	Unsure for now	Unsure for now	Unsure for now
Hazel	Online Safety	Drawing & Desktop Publishing	Word Processing	Programming Scratch & Turtle	Internet Research	Presentation Skills
Oak	Online safety	Radio station	Kodu programming	Kodu programming	3D modelling	Spreadsheets



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Acorn - Computing is integrated across the curriculum in EYFS and there are no specific objectives for the children to meet. My aim would be to complete one unit of writing on either laptops or iPads. We often have IWB activities for the children to engage with during child-led learning, and in time will have the laptops out in the classroom as a daily learning area